Solitaire Rules

**** Unofficial Supplement ****

HEROES OF NORMANDIE

v 1.12

The Basics

Introduction

This solitaire rules supplement is not an official supplement by Devil Pig Games. It has been developed by a fan who wanted to play Heroes of Normandie when there was no opponent to hand.

These rules are still being tested and should be considered in development. You can download the latest version from: http://bit.ly/hon-solo-en

These rules are written for use with custom scenarios that include a deployment map along with defined areas representing different Threat Zones that in turn affect the orders of enemy units. They also have a new method of counting Victory Points.

Going beyond simply completing the mission, which should generally possible with most solo scenarios, you should try to maximize your Victory Points in order to get the highest possible score you can. This points system means that once you have successfully completed a scenario you can replay it to try and beat your high score. You can even compare your scores with those of other players giving these rules a competitive element despite playing them on your own.

It's Going To Hurt!

You will notice that many of the reactions of the AI are "violent" compared to what you may see in other wargames, but so are the cards you hold in your hand and, overall, during my playtests the games were "fairly balanced"...

The Cards?

These solitaire rules were designed to be played with two decks of cards used by the AI; Reaction and Supply Phase Actions cards. However if you are not able to print them out **you can use the tables at the back of this book to replace them**.

Threat Zones

Threat Zones are one of the key elements of these solitaire rules. Below you can see how they are worked out.

The position of your units on the board shows the Threat Level depending on which coloured zone it is in.
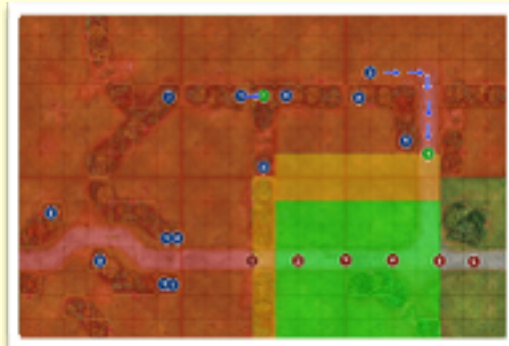
In this example one unit (indicated by the 1 in the leftmost red dot) is in the Red Zone, the others are in the Green Zone. Therefore the Threat Level is red.

When an enemy unit is destroyed you place its Order Token on the Threat tracker. The colour of the box can also tell you what the current Threat Level is.

In this example the player has eliminated enemy units 5 and 3 so the current Threat Level shown on the Threat Tracker is Orange.

The **current Threat Level** is the highest value found either from the position of the players units on the board or shown by the Threat Tracker. The order of Threat (from lowest to highest) is: Green, Orange, Red.

In our example the current Threat Level is therefore Red as indicated by unit 1's position on the board.

The Game Round

Initiative

This is handled the same as in the standard game, initiative is determined either by the scenario or by random at the start of the game. Thereafter the initiative changes sides every turn.

Order Phase

At the start of this phase you put an Order Token matching each of the enemy units still in play into a bag along with one decoy Order Token.

You place your order tokens as in the standard game but do not use any decoys. The enemy's tokens are drawn randomly during the Activation Phase.

Activation Phase

Activations resolve as in the standard two-player game. The side with the initiative goes first, then it is their opponents turn, then the side with the initiative goes again and so on."

Each of your activations is resolved exactly as in the standard two-player game.

When the enemy activates you randomly draw a token from the bag. The number on the token indicates which unit is activated (*see the scenarios for unit numbers*). If the decoy Order Token is drawn no unit activates and it is the players turn once again. The total number of activations the enemy receives is shown in each scenario.

When activated, each enemy unit determines its actions based on its Orders (again, shown in each scenario) and once complete an **Activated** marker is placed on the unit.

Once the player and the enemy have completed all of their orders, play proceeds to the Supply Phase.

Supply Phase

Whichever side has the Initiative completes its full Supply Phase, after which it is the other side's turn to complete theirs.

The actions of the enemy in the Supply Phase are determined by drawing a Reserve Phase card and carrying out the instructions based on the current Threat Level.

The Enemy's Order Tokens

Placing the Tokens in the Bag

At the start of the Order Phase, you put an Order Token matching each of the enemy units still in play into a bag along with one decoy Order Token.

Example : If there were 5 enemy units in the scenario to start with and an MG42, numbered 4 in the scenario, has been eliminated and removed from play, you put Order Tokens 1, 2, 3, 5 and a decoy Order Token into the bag.

Drawing an Order Token from the Bag

Randomly draw one Order Token from the bag. The number on the token indicates which unit is activated (*see the individual scenarios for unit numbers*). If it is a decoy Order Token then no enemy unit is activated.

Example : It's time for an enemy unit to be activated. You draw Order Token number 5 from the bag, so unit 5 will be activated.

The total number of Order Tokens the enemy draws each turn is always written in the scenario and will generally not be influenced by the number of stars on the unit tiles.

In most scenarios it is likely that this number will be higher than the number of orders the player gets. Once the player has completed all his orders the enemy continues playing his orders until they are all completed.

Note: Always remember to place an **Activation marker** on a unit after it has been activated. There will be times when additional activations or actions are available to the enemy during the Supply Phase.

Eliminating an Enemy Unit

If an enemy unit is destroyed its order token is immediately removed from the bag and placed on the scenario's Threat Tracker.

Enemy Unit Activations

Following Orders

In each scenario, every unit will have a specific list of Orders which shows the actions it will perform during its activation. Most of the time they will be linked to the current Threat Level.

Sometimes units will have orders other than firing, such as repositioning themselves or performing any scenario specific actions.

Example : In the introductory scenario, Ludwig's priority is not killing enemies but escaping off the board. His Orders tell you what moves he will make and when he will make them. In the scenario he does nothing until the Threat Level is red then he will make a break for it.

Choosing a Target

An enemy unit's Orders will usually designate an area of the game board that they will defend as a priority and also what units within that area, if any, they will choose to attack.

If there are several targets that have the same priority according to the unit's own orders as they are written, it will target them in the following order:

✦ The unit that is most likely to be removed from the game if the attack is successful *(i.e. one unit already flipped or no flip possible)* within 2 movement spaces from the firing enemy unit.

✦ Any unit with the Assault ability that has a clear path of movement to it and is within range.

✦ The Hero with the most stars.

✦ And finally, if there's still a tie, then choose randomly.

In the case of an impossible shot *(an unmodified roll of 7+ required to hit)* the activated enemy unit will choose the next target in its list of priorities.

Occasionally it will happen that an activated unit cannot target any unit in play, in these rare cases it will do nothing unless otherwise dictated by its orders.

Out of Turn Enemy Actions

When You Play a Card From Your Hand

Every time you play a card from your hand, you must immediately draw a Reaction card for the enemy. The effect of the enemy's Reaction Card is resolved immediately, before your card takes effect *(unless stated otherwise)*.

Reaction cards generally have a different effect listed depending on the current Threat Level. If the Threat Level is high then the enemy reaction may be brutal…

If you have one in your hand, you can use one "**No!/ Nein!" card** to block the enemy card. However, its use means you must draw another card from the Reaction Deck for the enemy.

Opportunity Actions

Some units will have specific orders relating to Opportunity Actions *(Opportunity Fire for example)*. If the Opportunity Action is not detailed in the list below it will be described in the scenario itself.

Once the opportunity action has been completed place an **Activation marker** on the unit, it can no longer act in that round.

If an Order Token matching an activated unit is drawn then nothing happens, the unit does not activate again.

Normal Opportunity Actions:

✦ **Opportunity Fire:** This works just like it does in the standard two-player game, if the Opportunity Fire trigger conditions in an enemy units' Orders are met, the enemy unit fires during the player's movement at the time it is most likely to hit. Once the firing has been resolved the enemy unit receives an **Activated marker.**

Supply Phase

Supply Phase Sequence

The Supply Phase is resolved in the order of Initiative. The side with the initiative completes its reserve Phase, and then their opponent completes their Reserve Phase.

The Enemy Supply Phase

Firstly you must draw a Supply Phase Action card. Its effects are resolved immediately. As with Orders and Reaction Cards the effects vary depending on the current Threat Level.

These cards usually offer additional activations, reinforcements, support (e.g. artillery) and in some cases, nothing at all. This is why you don't remove any Activation markers from enemy units until the end of the Supply Phase.

Once this phase is complete, you remove all the Activation markers from enemy units, and put all the enemy Order Tokens back into the bag.

Then, if their Orders allow it, any enemy units without an Activated Token can make a move.

The Special Case of « Artillery X »

During the Supply Phase, the enemy Supply Phase Action card <<Artillery X>> is a special case, based on the Artillery cards in the original enemy decks so you should remove them from the deck unless otherwise instructed by a scenario.

The other peculiar aspect of these cards is that it is one of a very few cases where you have to make a decision for the enemy.

Unless otherwise indicated by the scenario, the primary target should be the unit which is closest to a specific area or scenario objective of value to you as the player (without risking AI units too much). You should, where possible, maximize the damage to your units and minimize the risks to those of the enemy.

When playing an Artillery 2 or Artillery 3 card you should never target a square within 2 spaces of an AI controlled unit, unless the target is extremely close to any of the scenario objectives and therefore can justify the risk of the enemy losing a unit to friendly fire.

A Point of Note

As a result of cards being drawn, the Enemy can gain additional activations during the Supply Phase.

You however, you are bound by the rules of the standard game.

The End of the Game

How the Game Ends

Each scenario clearly indicates **the conditions that mean the battle is over**. Usually it will be a maximum number of rounds or a specific goal. The battle is over when one of the two is reached.

Another way the battle may end is **if your Victory Point score drops to zero** *(see below)*, if this happens you have been defeated.

Victory Points

In these solitaire rules, a given enemy unit's recruitment value is not used to calculate points. Instead, each scenario has a new method of **counting Victory Points** (VP).

VPs are generally achieved by eliminating enemies and completing goals.

In the standard game you start from zero Victory Points and build upwards. **In these solitaire rules you start with a positive VP total** which you will add to by achieving goals and eliminating enemy units but you will also lose VPs as the enemy progresses. If at any point you reach zero Victory Points, the battle is lost.

Example : In the introductory scenario, you start with 10 VPs. You earn 1 VP per enemy unit eliminated and lose 2 VP for each unit that is taken out by the enemy.

The Scenarios

Introductory Scenario

An introductory scenario is available in Book 1, Hedgerow Heroes. It includes a few units with relatively easy to follow Orders. It should take no longer than 15 to 30 minutes to play and you should win the game the first time you play (or very nearly win if you do lose). It will be hard to get the maximum points, 5 should be easy but will you manage to get 10?

Other Scenarios

As I'm sure you are aware these rules are based on pre-written scenarios. The first booklet, **"Hedgerow Heroes"**, is almost finished and only uses the components found in the base box of Heroes of Normandie. This booklet is still under development, but is playable! Do not hesitate to re-download it regularly for updates. It includes, in addition to the introductory scenario mentioned in this rulebook, three new scenarios:

✦ A mission that sees you defending a position under a barrage of fire with wave after wave of German reinforcements attempting to take it from you.

✦ A sabotage mission including special rules for sentries and a hero who will sacrifice everything should anything go wrong...

✦ A big escape scenario, with vehicles, heroes and an ambush in which you must try to survive.

http://bit.ly/1lMqbT9

Appendix – Reaction Cards

You can use the tables below instead of printing off the solitaire Reaction Cards. You simply roll two 6 sided dice with one representing tens and the other units. Once you have a result refer to the table below. Make sure you check the column corresponding to the current Threat Level.

1d66	- / Verte	Orange	Rouge
11-13	-	-	-
14-16	-	-	No!
21-26	No!	No!	No!
31-33	-	Mine 5+	Mine 4+
34-36	Mine 5+	Mine 4+	Mine 3+
41-43	-	-	Stuck
44-46	Stuck	Stuck	Stuck
51-53	Thank Helmet!	Thank Helmet!	Thank Helmet!
54-56	Hit the Dirt	Hit the Dirt	Hit the Dirt
61-62	Hit the Dirt	Bullet Storm	Bullet Storm
63-64	Counter-Attack	Counter-Attack	Counter-Attack
65	Counter-Attack	Reaction	Reaction
66	Activation +1	Activation +1	Activation +1

- : Nothing Happens!

✦ **No! :** The affect of the card you just played is cancelled.

✦ **Mine :** Your active unit steps on a mine. Roll 1d6, if the result is greater than or equal to the number of the mine it receives a hit.

✦ **Stuck :** If the current unit has not moved it is stuck and cannot move this turn. If it has already moved then it has encountered difficult terrain and receives a Suppressed Marker.
Note! This is also valid for infantry units, it represents them floundering in the mud!

✦ **Thank the Helmet! :** If you fired this turn the result of the shot is automatically a failure.

✦ **Hit the Dirt :** If you fired at one of your opponents units this turn, the targeted unit takes cover and receives +2 to its defence. It also receives a Suppressed marker.

✦ **Bullet Storm :** Put the card to one side. The enemy player gains +1 against the next enemy it fires at. After which discard the card.

✦ **Counter-Attack :** If you attack an enemy unit that does not have an Activated marker this turn it attacks you back. Your attack is resolved first. If you are the target of an enemy attack it receives a second attack. In both cases the enemy unit receives an Activated marker.

✦ **Reaction :** The same as Counter-Attack but the enemies attack takes place before the player.

✦ **Activation +1 :** The enemy will activate an additional unit next turn.

Appendix - Supply Phase Cards

You can use the tables below instead of printing off the solitaire Supply Phase Cards. You simply roll two 6 sided dice with one representing tens and the other units. Once you have a result refer to the table below. Make sure you check the column corresponding to the current Threat Level.

1d66	- / Verte	Orange	Rouge
11-13	-	-	-
14-16	-	Initiative	Initiative
21-26	Initiative	Initiative	Initiative
31-33	Ordre +1	Ordre +1	Ordre +1
34-36	Orde +1	Ordre +1	Ordre +2
41-46	-	Activation +1	Activation +1
51-53	Activation +1	Activation +2	Activation +3
54-56		Player Orders -1	Player Orders -1
61-62	Player Orders -1	Player Orders -1	Player Orders -1
63	-	-	Artillerie 1
64	-	Artillerie 1	Artillerie 2
65	-	Artillerie 2	Artillerie 3
66	Activate All	Activate All	Activate All

- : Nothing Happens!

✦ **Initiative :** The enemy has the initiative next round *(flip the token to show this, future initiative alternates as usual)*

✦ **Order +X :** The enemy has X additional order in the next round.

✦ **Activation +X :** The enemy gets X additional activations during its Supply Phase. These can be used for firing but cannot be used on unit with an Activated marker.

✦ **Player Orders –X :** You receive X less orders next turn.

✦ **Activate All :** All enemy unit that do not have an activated marker activate during the Supply Phase. Draw and resolve the remaining order tokens from the bag.

✦ **Artillery X :** Take the BLUE artillery template and place it on the chosen target *(see p.5 of these rules)* and then for for damage. If it is Artillery 2 or 3 then roll for dispersion and then roll for damage a second time. In the case of Artillery 3 roll once more for dispersion and roll for damage a third and final time.

Updates

v 1.1.2

-